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All eight Lords meet here, as well as wandering Heirs and the Night's Watch Lord Commander.

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The typical Round for a Lord will consist of a few actions, all taking place in Banner Order.

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The Lord and Knight need to be in touch with each other so that the House, as a cohesive team, can obtain the Resource Cards needed each Round.

The Resource Card types are Grain, Lumber, Cattle, and Iron. Knights need certain combinations of these to achieve their goals and must be consulted as to what they are currently lacking.

See [Knights](#) and the [Westeros Table](#) for more information.

Any special card type (Gold, Relics, Secrets, etc.) can be traded here by allied Lords and should be encouraged heavily, as Lords are often wary to be so bold.

Lords can also sell excess Resources to the Throne GM for Gold, which can help either the Knight equip their armies or an Heir prepare to Delve.

This is referred to as trading with the Free Cities for Gold.

In the literary source, the Free Cities are distant mercantile settlements, located on another continent, who provide refined goods and services.

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The most important activity conducted at the Throne Table is the making and maintaining of alliances.

Alliances are the central cog of Aegon's Conquest from which almost all other aspects stem.

This is the most critical aspect of the Lord's role, as their primary challenge is parlaying the competing Houses into granting the most beneficial alliances.

In Banner Order, each Lord will propose as many alliances as he or she wishes to the other Lords at the table.

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A House can only maintain a maximum of two Alliances each Round, unless the number is modified by the Maesters, artifacts, or Dark Wings Dark Words Cards.

All Alliances break down into the default state of war each Round and must be renewed the following round.

An alliance allows the Lords to trade, prohibits Knights' from attacking each other, allows Heirs to Delve in allied lands, opens up Houses to the risk of allied Maesters and Heirs digging up dirt, and allows Maesters access to that House's Bloodlines Card which affect the Heirs' special abilities.

Clearly, the Lord needs to conduct discussions with their House as to which Alliances are most lucrative.

When an Alliance is brokered, the Throne Table GM should give a halfsheet printout of the allied House's banner to the Lord.

In between Rounds, each Lord must go to the main banners, remove old half-sheets of broken alliances, and put up the half-sheets of new alliances.

Once established, new alliances take effect at the beginning of the following round.

To allow trade in the first round of the game, setup these initial alliances:

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A combination of two Dark Wings Dark Words Cards, sent by an anonymous Maester, can either create Alliances or dissolve them between Rounds.

This breaks the normal rules for limits on number of Alliances.

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To do this, all Lords discuss their strategy and diplomacy among themselves for a few minutes, then lay down a small card with the banner image of a House of their choice.

These are done secretly and shuffled together to obscure any betrayals.

The cards are then revealed.

Any House which did not have its banner shown receives one Gold.

The cards are discreetly handed back to players as needed between Rounds.

This is the quickest way to inject Gold into the game economy and a direct way the Lords players can outwit and outmaneuver their foes.

## Harvest

At the end of the Round, each Lord will join with their Knight to Harvest.

They all leave the Throne Table and go to the Westeros Table to collect Resources from their controlled lands.

Each Lord collects one Resource of the indicated type for each area that has the control sticker for their House.

During Summer, areas that have two Resource icons produce both of those Resources, plus a third Resource of either type.

During Winter, areas that have two Resource icons produce only one Resource of the types listed, with the Lord choosing between them.

## Cattle

Grain

Iron

Lumber

## Secrets

When your Maester or Heir brings you a Secrets card, mark which area of effect you wish on your rival and write down a brief freeform description of how it takes shape.

These team members can only obtain Secrets Cards from current allies.

When you quietly slip this card to the Throne Table GM, they will read it aloud between Rounds, reducing the Power of the affected House by one and granting an additional effect based on what was written in the description and area of effect.

Be sure to turn in this card before the Round it expires, as listed on the card.

When a player gains a Secrets Card, they typically have three Rounds before it expires.

If a Lord publicly reveals a Secret of their own House, they benefit from their illicit activities going unnoticed.

The House does not suffer any penalties and instead gains one Gold coin.

If a player uses this option, they should be sure to remind the GM that they are doing so and indicate it on the card - it's often easy to forget who is on which team.

The narrative descriptions on the Secrets Cards are a fun way to add an imaginative twist and some levity to the game.

The descriptions should be brief and encapsulate some sort of embarrassment, deficiency, or funny story about your rivals.

While the loss of power is guaranteed, the severity of the secondary effect is entirely dependent on the whim of the Game Master.

GMs should endeavor to reward creativity with more impactful results.

Typical effects include the loss of a Resource Card, manipulation of Gold, additional Relic Location Cards, or the loss of an army action.

EXAMPLE SECRETS:

Military Offense - Your quartermaster bought cheap steel weapons which are cracking and rusting. All your armies take a -1 penalty to rolls this coming Round.

**Military Defense** - A grassroots resistance campaign has started in your villages. Armies using Conquer on a land you control gain a +1 to the roll.

**Military Alliances** - Drunk soldiers insult your House, igniting a feud. The Westeros GM chooses an allied House. They may attack you this Round as if your alliance was broken.

Resources - Your livestock has contracted a horrible disease and must be put down. Lose one Cattle Resource Card.

Relics & Delves - Your Heir falls for a pretty young thing, but it turns out that they are actually a spy! The Delve GM chooses one rival Heir to gain a Relic Location Card associated with your House.

Bloodlines & Marriages - Your Lord has been passing off ill-bred commoners as trueborn scions. Shame! Shame! Shame! The Citadel GM chooses one Trait X on your Bloodlines Cards and makes it Blank.

## Other Player Types

Heirs will appear occasionally at the Throne Table.

It is up to the players to time their arrival correctly to be most effective.

All Heirs are allowed to participate in Court Intrigue, throwing in an additional card to stop a House from gaining Gold.

Heirs that have matching colored Traits in Beauty on their Bloodlines Card may also propose and maintain an additional alliance.

Of the Night's Watch players, only the Lord Commander may come to the Throne Table.

The Lord Commander can receive Resources and Gold from any Lord but may never give any away.

The Lord Commander is not bound by alliances, so this prevents the Night's Watch from becoming a black market for Resources.

The Lord Commander can, however, give away other special cards (Relics, etc.) for Resources and Gold.

The Night's Watch can propose asymmetrical trades to gain Gold and Resources for specialty cards (Secrets, Relics, etc.), for favorable actions on their part, or as a payoff to avoid unfavorable, negative actions by the Night's Watch.

The Lord Commander is also allowed to participate in Court Intrigue, throwing in an additional card to stop a House from gaining Gold.

